

Asset Documentation

Asset Name : BoomBoom Rocket

Publisher : SJ Seol

Documentation Version: 1.0

Version Guide

V1.0 - Initial Release

Setup Guide



1



- **Main Camera** : This is camera of game. This camera follow the Player. You Can increase or decrease smoothness and y-axis offset using the fields as shown below in “1”.



- **GameManager** : This control game UI(Current Score, Best Score, panel for effect).

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- You can adjust the **start position** and **scale** of the Player(Ball) using the fields as shown below in “**1**”.
- You can adjust the Item and dead **sound clip** of the Player using the fields as shown below in “**2**”.
- You can adjust the **Gravity, Max Gravity, Gravity Increase** of Game using the fields as shown below in “**3**”.

- **Canvas** : This is game UI.